



# Deluxe Talking Touch Chess Operating Manual

## Model 404D

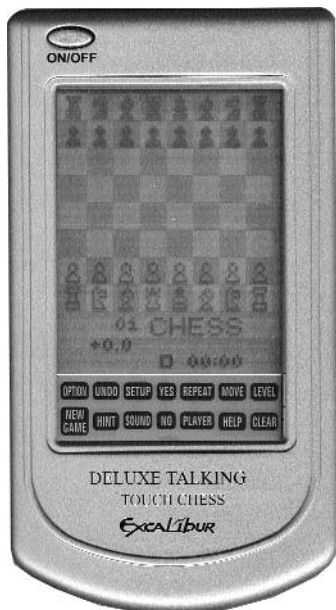
Congratulations on your purchase of Excalibur Electronics' Deluxe Talking Touch Chess! You've purchased both your own personal chess trainer and a partner who's always ready for a game—and who can improve as you do! Talking and audio sounds add another dimension to your Touch Chess computer for increased enjoyment and play value.

### Install the Batteries

With Touch Chess facedown, find the battery door. Open it and insert two (2) fresh, alkaline AAA batteries in the battery holder. Note the arrangement of the batteries called for by the diagram in the holder. Make sure that the positive tip of each battery matches up with the + sign in the battery compartment so that polarity will be correct. When the batteries are properly installed, Touch Chess automatically turns on and starts talking letting you know she's ready for action. If Touch Chess does not start talking, use a thin pointed object and press the RESET button. Replace the battery compartment panel and remove the stylus resting in its holder on the back of the unit. Now turn Touch Chess over.

### Play a Game Right Away

After you have installed the batteries, the display will show ENGLISH? asking you



if you would like her to speak English. If you do, press the **YES** key. If you want her to speak French or German, press the **NO** key until your desired language is shown and then press the **YES** key. The dot-matrix display will show 01CHESS. This indicates you are at the first move of the game and ready to play chess. It will also show +0. 0 which is the score and 00: 00 which is the time.

The white box on the screen means it is white to play. Unless you instruct her otherwise, Touch Chess gives you the White pieces—the ones at the bottom of the board. White always moves first. You're ready to play!

### Making your move

Besides deciding on a good move, you have to move the piece in a way that

Touch Chess will recognize what's been played. Think of communicating your move as a two-step process--registering the *FROM* square and then registering the *TO* square.

Press the stylus down gently on the center of its *FROM* square. Touch Chess will say and display the coordinates of the *FROM* square--for example "E2." Then press the stylus down gently on the square you want to move it to - for example, "E4." Touch Chess will say the *TO* square, confirming that she has registered your move.

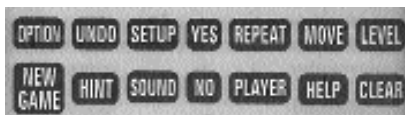
**After pressing a *FROM* square, press the *FROM* square again to select a different *FROM* square.**

You'll notice that Touch Chess almost immediately displays her response to your move. Touch Chess decides on her own move, of course, and lets you know what it is on the display. For example, if you play 1. E2-E4, she may respond E7-E5. You're already playing a game! Enjoy the contest.

### **Putting a game "on hold"**

Any time it's your move and you wish to stop playing for a while, just press the **ON/OFF** key. Touch Chess will switch off and go into a sleep mode. She will remember the last position, including the elapsed time, as long as you do not interrupt the power supply--for example, by removing the batteries. To resume play, just press the **ON/OFF** key.

NOTE: If she is not "thinking," Touch Chess will automatically turn off after a period of time, saving your game position. Use the **ON/OFF** key to resume the game.



## **Function Keys and Special Features**

**NEW GAME KEY** =====  
Use this key to start a new game.

**CLEAR KEY** =====  
Use this key to exit any of the special modes like **OPTION**, **SETUP**, and **LEVEL**. This key may be used during move entry to clear your *FROM* square.

**YES KEY** =====  
Use this key to increase a setting or to answer a question like "Are you **SURE**?".

**NO KEY** =====  
Use this key to decrease a setting or to answer a question like "Are you **SURE**?".

**HINT KEY** =====  
Press this key if you want to get hints from Touch Chess. It displays **HINT** and flashes a recommended move on the screen.

If the hint is a book move or a replay move, **OPEN** or **RPLAY** will be shown instead of **HINT**.

**UNDO KEY** =====  
This key lets you take back a move or moves you've decided against. Press this key repeatedly to continue taking back moves. After you take back a move, you can use the **MOVE** key to replay the undone move or moves.

**MOVE KEY** =====  
When it is your move, press this key to switch sides (colors) with Touch Chess. While Touch Chess is thinking, press the

**MOVE** key to force Touch Chess to stop thinking. Also use **MOVE** to replay moves in the takeback move mode (see "**UNDO**," left).

#### **SETUP KEY** =====

Press this key to set up special positions (see page 8.) You can also use this key to promote a pawn that reaches your opponent's back rank to a piece other than a queen. (The promotion to a queen is the most common, so it is automatic.)

#### **LEVEL KEY** =====

Press this key to check the level of play. Use the **YES** or the **NO** key to change the level. Repeatedly press the **LEVEL** key to change the level type (for more information, see "*Levels of Play*," page 5).

#### **PLAYER KEY** =====

Press this key to switch between 2PLAYR, 1PLAYR, or 0PLAYR. While in 2 player mode the symbol "≡" will be displayed. Use 2 player mode to play another person, or to enter a favorite opening (see page 7). Use 0 player mode to have Touch Chess automatically play a game, or finish one you have started.

#### **REPEAT KEY** =====

If you forgot where Touch Chess moved, use this key (before any other) to hear the move announcement. Also this key usually repeats the last phrase said.

#### **SOUND KEY** =====

Use this key to turn the sound off or on. Some warning messages will however still be heard.

#### **HELP KEY** =====

Use this key to turn on or off, the displaying of all legal moves for the chosen FROM square piece.

#### **OPTION KEY** =====

Pressing the **OPTION** key displays the last changed option. To select or change an option, use the **YES** or the **NO** key. To view a different option, repeatedly press the **OPTION** or the **UNDO** key.

#### **Options Before the Game Starts**

□PEN: Select one of 32 book opening lines of play (See page 6.)

TRAIN: Select one of five training positions. (see page 7.)

#### **Options Before and During the Game**

SCORE: If you want to see the piece-score of your current position, turn this option on. The scoring totals the following values: Pawns—1, Knights—3, Bishops—3, Rooks—5, and Queen—9.

FLIP: Use this option to turn the chess board around.

INF□: When turned on, this option will display the score, depth of search (number of moves Touch Chess is "thinking ahead"), and best move it is considering playing. These will be displayed while the computer is thinking at its higher levels.

RATE: View your current rating. Turning this option on will enable your rating to be updated if you select a tournament or a sudden death type level to play against. Turn this option off, when you want to practice on those levels. During a rated game the 'O' symbol will appear as a reminder. When the 'O' symbol is on, you will hear an "ARE YOU SURE" warning if you try to UNDO mistakes, add pieces in SETUP mode, ask for a HINT, or try to start a NEW GAME

before the game is completed. If the score is greater than 9.0, you can claim a victory with the **NEW GAME** key.

**CLRBR**: Use this option to clear the chess board for easier problem setup. Pressing the **SETUP** key now, will enter setup mode with the chess board cleared of all pieces. You must place a White king and a Black king on the board to exit setup mode.

**VOICE**: Use this option to change the language Touch Chess speaks. Also use it to turn most of the speech off. Some warnings such as Check and Are You Sure, will still be heard however. 1 - English, 2 - French, 3 - German, and 4 - none.

**SNDEF**: Use this option to turn the sound effects off.

**ANNC**: Use this option to turn the move announcements off.

**COACH**: Turn this option on to hear a warning message if one of your pieces is under attack. The threat warning '!' will be enabled when COACH option is on.

**SOUND**: Use this option to turn the sound on or off.

**SLEEP**: Adjust the automatic shut off time with this option. Setting it to '0' will disable auto shut-off altogether.

**SPEED**: Adjust the dot-matrix scroll speed with this option. Setting it to '0' will disable scrolling altogether.

## Special Displays

### *Draw Messages*

During the game, Touch Chess will display the word **DRAW** if a three-time repetition of position occurs, or if there has

been no pawn moved and no exchanges for 50 moves. When either of these situation takes place, the rules of chess state that a player can claim a draw. If you wish, you can ignore the message and continue the game. When a stalemate is reached, the display will read **STALE**.

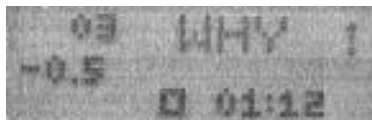
### *Game-ending Messages*

Touch chess will announce mate in two (**MATE2**) and mate in three (**MATE3**). It will also display **+MATE** when executing a checkmate or when you checkmate Touch Chess. When you want to claim a win, draw, or want to resign—press the **NEW GAME** key.

### *Screen Symbols*

When a '+' appears on the screen, it is a reminder that you are in check. When an 'O' appears on the screen, the game you are playing can be rated. When an '=' appears, it indicates you are in two human player mode. And lastly when an '!' appears on the screen, you are being warned that one of your pieces is threatened with capture. (This is similar to the friendly "en garde" warning sometimes used by human players when they are attacking an opponent's queen.)

### *WHY! Display*



When this display is shown you are being warned that one of your pieces is threatened with capture. Use the stylus to press on the word **WHY** and Touch Chess will explain why she is warning you. Touch Chess will then show the word **WHERE**.

If you want to hear where the piece is that is being threatened press on the word **WHERE**.

If you do not want to be warned of threats, press **OPTION** repeatedly until **CATCH** is displayed. Press **NO** until **OFF** appears and finally press **CLEAR** to continue play.

## Special Situations

### *Starting Play with the Black Pieces*

When you want to play the Black pieces (to let Touch Chess move first) press the **MOVE** key before you make your first move as White. You'll see the White and Black pieces switch places immediately!

### *Castling*

Remember, you must always move the King first when castling! First press your king down on its *FROM* square (if castling, E1). Then move and press your king down on its *TO* square (if castling kingside, G1). Touch Chess recognizes castling maneuvers after the king is moved two squares.

### *Promoting Pawns*

When your pawn reaches the other end of the board, Touch Chess will automatically promote the pawn to a queen, since this is the best choice in nearly every case. In the unlikely event you want to promote your pawn to a piece other than a queen, takeback Touch Chess's move, next use Touch Chess's SET UP feature to change your queen to your promoted piece, then press **MOVE**.

When Touch Chess pushes a pawn to your back row, it will always promote to a queen.

## Auto Play

If you would like to watch Touch Chess finish a game for you automatically, press the **PLAYER** key repeatedly to set the number of players to zero. Now press the **MOVE** key and watch the game play itself. You may stop auto play at any time by pressing the **MOVE** key. Doing so will set the number of players back to one.

## Levels of Play

Touch Chess has six level types. Two of the level types (PLY and MATE) are for analysis. The other four level types are for play.

Press **LEVEL** to see the current level. Press **LEVEL** repeatedly to change to a different level type.

Press **CLEAR** to return to normal play.

Level types Beginner, Fixed, Sudden, and Tournament can be adjusted for three different strengths. While viewing the level, use the **OPTION** key to select 'E' for Easy, 'A' for Average, and 'H' for Hard.

### *Beginner Level Type* =====

Press the **YES** or the **NO** key to select 1, 2, 3, 4, 5, 7, 10, or 15 seconds per move.

**BE001 BE002 BE003 BE004**  
**BE005 BE007 BE010 BE015**  
**BA001 BA002 BA003 BA004**  
**BA005 BA007 BA010 BA015**  
**BH001 BH002 BH003 BH004**  
**BH005 BH007 BH010 BH015**

### *Fixed Time Level Type* =====

Press the **YES** or the **NO** key to select 1, 2, 3, 5, 10, 15, 20, 30, 45 seconds, and 1:00, 1:30, 2:00, 2:30, 3:00, 5:00 minutes per move. Fixed Time Level "inf" is infi-

nite time, and Touch Chess will only stop thinking when the **MOVE** key is pressed, or a mate is found.

**FE001 FE002 FE003 FE005**  
**FE010 FE015 FE020 FE030**  
**FE045 FE100 FE130 FE200**  
**FE230 FE300 FE500 FEinF**  
**FA001 FA002 FA003 FA005**  
**FA010 FA015 FA020 FA030**  
**FA045 FA100 FA130 FA200**  
**FA230 FA300 FA500 FAinF**  
**FH001 FH002 FH003 FH005**  
**FH010 FH015 FH020 FH030**  
**FH045 FH100 FH130 FH200**  
**FH230 FH300 FH500 FHinF**

#### *Sudden Death Level Type* =====

Press the **YES** or the **NO** key to select the amount of time in minutes for the entire game. If you run out of time you lose or forfeit, F□RFT will be shown on the display.

**SE 05 SE 10 SE 15 SE 20**  
**SE 30 SE 45 SE 60 SE 90**  
**SA 05 SA 10 SA 15 SA 20**  
**SA 30 SA 45 SA 60 SA 90**  
**SH 05 SH 10 SH 15 SH 20**  
**SH 30 SH 45 SH 60 SH 90**

#### *Tournament Level Type* =====

Press the **YES** or the **NO** key to select the the amount of time in HOURS MINUTES format to play the number of moves shown on the left side of the display. If you run out of time before you play the indicated number of moves, you lose or forfeit, F□RFT will be shown on the display.

**40 TE030 45 TE045 40 TE100 40 TE130**

**35 TE130 45 TE155 40 TE200 45 TE225**  
**40 TA030 45 TA045 40 TA100 40 TA130**  
**35 TA130 45 TA155 40 TA200 45 TA225**  
**40 TH030 45 TH045 40 TH100 40 TH130**  
**35 TH130 45 TH155 40 TH200 45 TH225**

#### *Ply Level Type* =====

Press the **YES** or the **NO** key to select the depth of search from 1 to 8 ply. A ply is one half move.

**PLY 1 PLY 2 PLY 3 PLY 4**  
**PLY 5 PLY 6 PLY 7 PLY 8**

#### *MAtE Solver Level Type* =====

Press the **YES** or the **NO** key to select the number of moves to mate the program will search. N□NE will appear if no mate is found.

**MATE 1 MATE 2 MATE 3 MATE 4**  
**MATE 5 MATE 6 MATE 7 MATE 8**

Note: You can only change the level while it is your turn to play.

## **Book Opening Trainer**

Touch Chess makes it easy for you to learn the same openings that world chess champions play! At the beginning of a game, you may choose to learn one of 32 popular book openings—ways to begin the game—used by chess masters. Press **OPTION** repeatedly to display □PEN, and then press the **YES** or the **NO** key to select the number of the opening you want to learn. (See list on right.) Press the **CLEAR** key to return to normal play.

Now play a move. Touch Chess will tell you if your move is not the correct opening move. To learn the correct move press **CLEAR** and then press **HINT**. When the computer comes back with its move, you will briefly see the word □PEN on the

screen if you have another opening move to make. If the word **OPEN** does not appear, you may continue normal play. You have completed the training for that opening line.

The names of the openings are:

1. Ruy Lopez, Open Defense
2. Ruy Lopez, Zaitsev Defense
3. Ruy Lopez, Exchange
4. Scotch Game
5. Scotch Four Knights
6. Giuoco Piano
7. Two Knights Defense
8. Four Knights
9. Petroff's Defense
10. Sicilian Alapin Variation
11. Sicilian, Najdorf Variation
12. Sicilian, Dragon Variation
13. Sicilian, Keres Attack
14. Caro-Kann Defense
15. Panov-Botvinnik Attack
16. Caro-Kann Exchange Variation
17. Queen's Gambit Declined
18. Lasker Defense, Queen Gambit Declined
19. Queen Gambit Declined Exchange Var.
20. Slav Defense
21. Queen's Gambit Accepted
22. Nimzo-Indian Defense, Classical Var.
23. Nimzo-Indian Defense, Rubinstein Var.
24. Semi-Slav Defense
25. Queen's Indian Defense
26. Queen's Indian Defense, Petrosian Var.
27. Bogolubow Indian Defense
28. Catalan
29. Gruenfeld Defense
30. King's Indian Defense
31. Modern Benoni Defense
32. Benko Gambit

The moves and explanations of these famous openings are given in many books on chess.

### Entering Your Own Opening

Touch Chess also allows you to set up any book opening you want—or even an

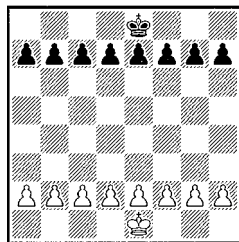
opening you invent—to practice. Press the **PLAYER** key repeatedly to set players to 2. Then make moves for both sides until the opening position you want to practice is reached. Now repeatedly press **PLAYER** again to set players to 1. Press **CLEAR** and play against the computer in this position.

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## Piece Training

There are five special mini-games. The most famous and successful chess teachers in the world take their beginning students from the simple to the complex by having them play "mini-games" of chess that concentrate on just one or more types of pieces. Even advanced players practice these basics, just as a concert pianist continues to practice the scales so that they remain second nature. Like any great trainer, Touch Chess will play you these special practice games.

First make sure you are at the start of a game by pressing **NEW GAME**. Now press **OPTION** until **TRAIN** is displayed. Then press the **YES** key. Now press the figure (Queen, Rook, Bishop, Knight, or Pawn) above the word **TRAIN** of the mini-game you want to try. The mini-games always include the king and pawns for both sides. In fact, one mini-game contains just this material (press **PAWN**).



*Kings & Pawns Training*

The other four mini-games use kings and pawns, but add a different single piece to the exercise-knight, bishop, rook, and then queen.

Start with the basic king and pawns mini-game.

Make your first move. Your object, as in regular chess, is to checkmate the king. Normally, this means both sides will try to force a pawn through to the other side of the board safely to promote it to a queen. You'll learn lots of principles, tricks, and traps in this training mode that will win you many full-fledged chess games!

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## Ratings

To view your rating, press **OPTION** until **RATE** is displayed. Your current rating appears on the display.

To have your rating change, you must complete a rated game on a tournament or sudden death level.

When you are ready to play a rated game, select the **RATE** option.

1. Press the **OPTION** key repeatedly until you see **RATE** appear.
2. Press the **YES** and the **NO** key to turn the option On.
3. Press **CLEAR**.

Finally select the Tournament Level or Sudden Death Level you wish to play against.

When an 'O' appears on the display, the game you are playing can be rated. Since the game you are playing is rated, you cannot ask for a **HINT**, nor **UNDO** a bad move, nor use **SETUP** to improve your

position. You also cannot use the **NEW GAME** key to start over during a rated game.

These conditions attempt to allow you to experience what it is like to play a game against an opponent in a rated tournament. In rated tournaments a chess clock is always used, so that you play your moves within agreed upon time limits. Touch chess has the chess clock built in to it.

If you attempt to use the **HINT**, **SETUP**, **UNDO**, or **NEW GAME** keys during your rated game, Touch Chess will ask "ARE YOU SURE", and say what result (draw, win, or loss) will be scored if you press the **YES** key.

During a rated game if you are winning by 9.0 or more points and want Touch chess to resign, press **NEW GAME**. Touch chess will say "ARE YOU SURE I LOSE". Touch Chess will then wait for you to press **YES**.



## Using Setup Mode

At any time during a game when it is your move, you may change the position on the board by adding a piece, removing a piece, or changing any of the pieces—for example, from a queen to a knight.

### Removing A Piece

Press the **SETUP** key. Then repeatedly press the square of the piece you wish to remove until the square on the display is empty. Press **CLEAR** to continue the game.



### *Adding or Changing a Piece*

First press the **SETUP** key. Notice the pieces above the word SETUP on the display. Press the piece above the word SETUP you want to place on the board. Then press the square until the piece appears as the correct color on the chessboard. Press **CLEAR** to continue the game.

### *Setting Up Special Positions*

This is another terrific feature that allows you to solve problems that you see in magazines or newspapers, or that you make up yourself. It also allows you to enter game positions you want to play, or that you want Touch Chess to look at, perhaps using the Infinite Search level.

Normally, it is easier to start from an empty board to set up such problems. So first, press the **OPTION** key repeatedly until CLRBR (clear board) is displayed. Now press the **SETUP** key. You'll see that the display chessboard will have no pieces.

On the chessboard, press the square the White king is on. Next press the square the Black king is on once to place a White king there, and then again to change the White king to a Black king.

Next, pick out another piece in the problem or position you want to set up, and press the appropriate piece symbol above the word SETUP. Then press the square on the chessboard where this piece should stand. Press the square repeatedly until the piece appears in the right color on your display.

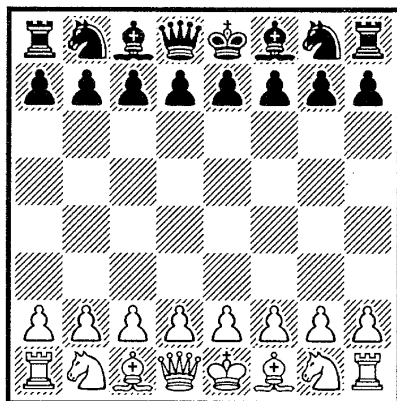
Follow this procedure until all the pieces in the problem or position are completely set up.

Make sure that Touch Chess knows

which color is to move. You may change the color of the side to move by pressing the  symbol above the word SETUP.

Finally, press **CLEAR** to play or to have Touch chess analyze the position.

**Computers can sometimes "lockup" due to static discharge or other electrical disturbances. If this should happen, use a slim, pointed object to press the button marked "RESET."**



*The starting position*

### **General Rules of Chess**

1. The two players must alternate in making one move at a time. The player with the white pieces moves first to start the game.
2. With the exception of castling (see below), a move is the transfer of a piece from one square to another square which is vacant or occupied by an enemy piece.
3. No piece, except the Knight may cross a square occupied by another piece.
4. A piece moved to a square occupied by an enemy piece captures it as part of the

same move. The captured piece must be immediately removed from the chessboard by the player making the capture.

5. When one player moves into a position whereby he can attack the King, the King is in "Check". His opponent must either

- move the King
- block the path of the attacking piece with another piece, or
- capture the attacking piece.

6. The game is over when there is no escape for the King from an attacking piece. This is known as "Checkmate".

7. The game is over when the king of the player whose turn it is to move is not in check and the player cannot make any legal moves. This is known as "Stalemate" and is considered a drawn game.

### Individual Moves

Use the **HELP** key (see page 3) and all legal moves for each selected piece will be shown. You will quickly "learn by doing" the movements of all pieces.

1. The Queen can move to any square along the same row, column, or diagonals on which it stands, but cannot pass over an enemy piece.

2. The Rook can move to any square along the same row or column on which it stands, but cannot pass over an enemy piece. See also Castling (on right.)

3. The Bishop can move to any square along the diagonals on which it stands, but cannot pass over an enemy piece.

4. The Knight move is in the shape of an "L", moving two squares up or down, and then one square over. Or it can be one square up or down, and then two over.

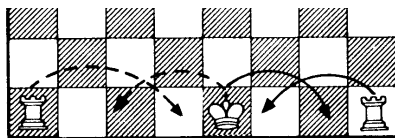
5. The Pawn can move one square forward. On it's first move it may move two

squares forward. When capturing, it moves diagonally (forward) one square. See also *en passant* (below.)

6. The King can move one square in any direction, as long as it is not attacked by an enemy piece. See also Castling(below)

### Special Moves

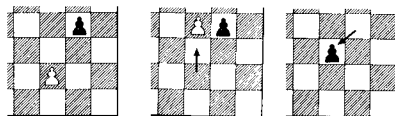
1. Castling is a move of both the King and either Rook which counts as a single move (of the King) and is executed as diagrammed below:



Castling cannot occur if:

- the King has already been moved.
- the Rook has already been moved.
- there is any piece between the King and the Rook.
- the King's original square, or the square which the King must cross, or the one which it is to occupy is attacked by an enemy piece.

2. A Pawn may make an *en passant* capture if it is a reply move to a double pawn move, and it is a Pawn which is side-by-side with the Pawn which made the double pawn move. The capture of a white Pawn is diagrammed below:



3. A Pawn can be promoted if it advances all the way to the far side of the board. It is immediately promoted, as part of the same move, into a Queen, Rook, Bishop, or Knight, whichever its owner chooses.

Since a Queen is the most powerful piece, it is nearly always chosen as the promotion piece. Through the promotion process, there may be more than one Queen on the board at the same time.

### **Some Tips on Chess**

1. Castle your King into safety as soon as possible.
2. If you control the center squares you will achieve an advantage. To do this move your center Pawns and develop your Bishops and Knights early in the game.
3. Take advantage of capture situations, particularly if you will gain material.

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### ***Special Care***

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4°C and 38°C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

### ***Battery Information***

- Touch Chess uses 2 “AAA” batteries.
- Do not mix old and new batteries.
- Do not mix alkaline & standard or rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagrams in the battery compartment.
- Use only batteries of the same type and equivalency.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.

Excalibur Electronics reserves the right to make technical changes without notice in the interest of progress.

## FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions,

may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

## Limited One-Year Warranty

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of ONE YEAR from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown at right.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to ONE YEAR from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the

above limitations and exclusions in these instances may not apply.

The only authorized service center in the United States is:

**Excalibur Electronics, Inc.**  
13755 SW 119th Ave  
Miami, Florida 33186 U.S.A.  
Phone: 305.477.8080  
Fax: 305.477.9516

[www.ExcaliburElectronics.com](http://www.ExcaliburElectronics.com)

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton.

If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

**DO NOT SEND YOUR UNIT  
WITHOUT RECEIVING  
AN ESTIMATE FOR  
SERVICING.  
WE CANNOT STORE  
YOUR UNIT!**

**404D-150905-01**

